

**ART 34 AMDI**

2002P00138 WO

DT12 Rec'd PCT/PTO 07 MAR 2005

What is claimed is:

1. A method for accessing in a computer system a data object (201.x) having an identifier (ID), comprising:
  - 5 storing the ID in a second lock object (204, 802,) and in case the storing has been performed successfully (803), checking, before accessing said data object, whether said ID is contained in a first lock object
  - 10 (203, 804) and in case yes, whether a link to a storage location is assigned to said ID in said first lock object (203, 805), and in case no link is assigned to said ID, deleting the ID from the
  - 15 first lock object (806) and performing a read and/or write access on said data object (807), else, skipping said deleting (806) and accessing (807) steps.
2. The method of claim 1, wherein said first lock object (203) is a file stored on a
- 20 nonvolatile storage means (107).
3. The method of claim 1 or 2, wherein said first lock object (203) comprises a table, having a column for the ID and a column for the link of the ID to a storage location.
- 25 4. The method of one of claims 1 to 3, wherein a data object (201.x) comprises one or more fields of one or more tables (201, 202) and wherein the ID comprises one or more key fields of the one or more tables (201, 202).
- 30 5. The method of one of claims 1 to 4, wherein said link is a filename or a link to a file.

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6. The method of one of claims 1 to 5, wherein said first lock object (203) is created by a data moving process.
7. The method one of claims 1 to 6, wherein the second lock object (204) is stored in a volatile storage means.
8. The method of one of claims 1 to 7, wherein said second lock object (204) is a data array.
9. The method of claim 8, wherein said data array is one dimensional.
10. The method of one of claims 1 to 9 for use in an enterprise resource planning software.
11. A computer system for processing data by means of or in a software application, comprising:
- memory for storing program instructions;
  - input means for entering data;
  - storage means for storing data;
  - a processor responsive to program instructions;
  - program instructions to carry out a method as of any of claims 1 to 10, if executed.
12. A computer readable medium comprising program code for performing a method as of any of claims 1 to 10 if said program code is executed on a computer system.
13. A computer program product comprising a computer readable medium according to claim 12.
14. A computer data signal embodied in a carrier wave comprising:
- program code for performing a method as of any of

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claims 1 to 10 if said program code is executed on  
a computer system.